Disney's
HERCULES
Action Game

# INTRODUCTION

Get ready for the Epic Adventure of a lifetime. You are Hercules, battling through a series of action-packed levels in order to prove yourself a True Hero on Earth and take your rightful place as a god on Mount Olympus!

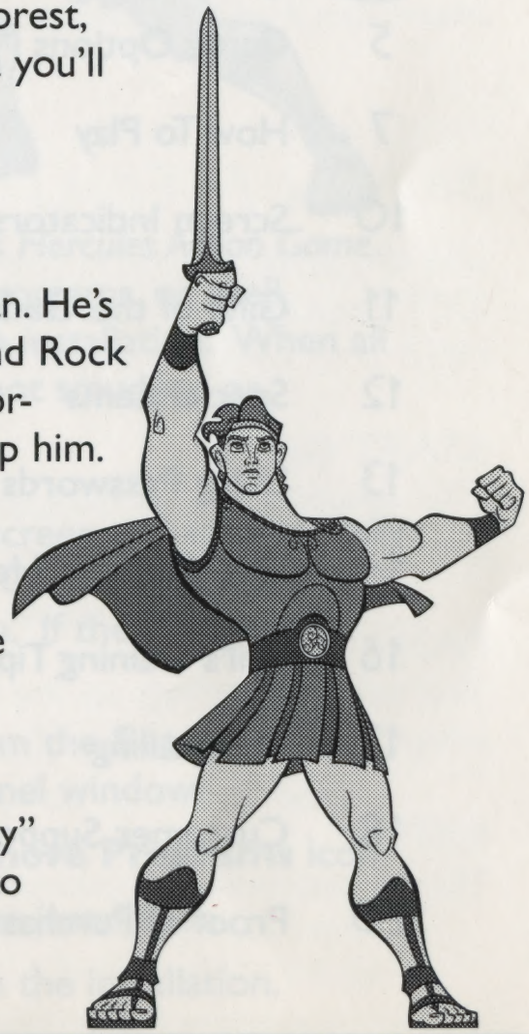
However, before you can face your first monster, you'll have to convince Phil, Herc's temperamental trainer, that you've got what it takes to be a True Hero.

Once you've sharpened your skills, rescued a few "Damsels in Distress," and shown Phil you've got what it takes, you'll be ready to set off for some REAL adventure! If you're able to make your way through the deadly Centaur Forest, survive the chaotic "Big Olive," and defeat the fearsome Hydra you'll think you've got this hero stuff wired!

But that's just the beginning.

Hades, dark lord of the Underworld, is carrying out his evil plan. He's enlisted the Titans — elemental creatures of Ice, Wind, Lava and Rock — as well as a monstrous brood of fire-breathing Griffins, razor-beaked Harpies, and a whole army of Skeleton Warriors to help him.

To foil Hades' plan Hercules is going to have to use every bit of his training, strength and skill. So guzzle some Herculade, sharpen your sword, and see if you have what it takes to go the distance, and become a TRUE HERO!



**NOTE**: The default setting of this game is "Medium Difficulty". Beginning players might want to start on the "Beginner Difficulty" setting to practice, but just be aware that you will not be able to play the last two levels of the game.

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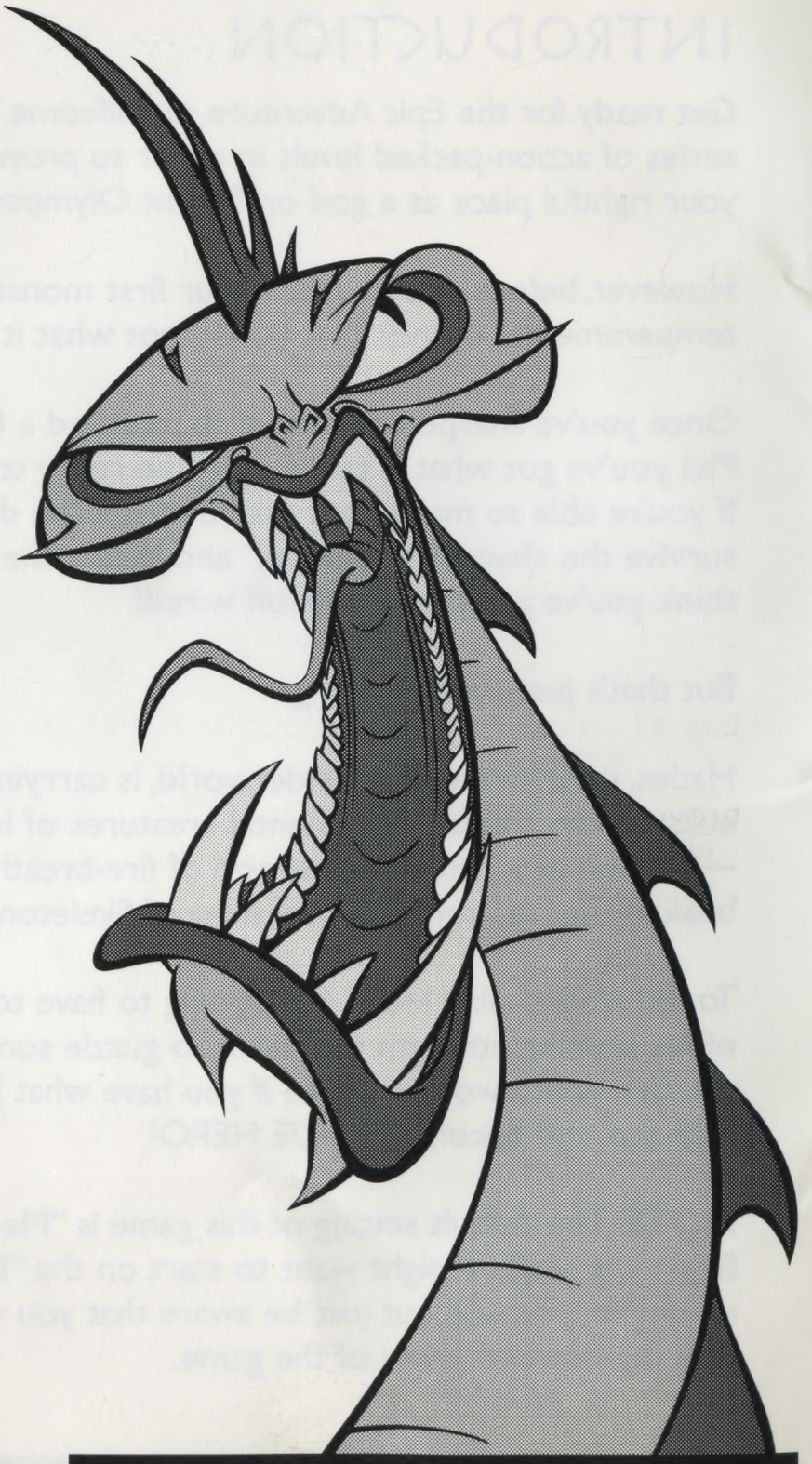


# MINIMUM SYSTEM REQUIREMENTS

**WINDOWS® 95**

- ☐ Microsoft® Windows 95
- ☐ Pentium 90 MHz or faster processor
- ☐ 16 MB of RAM
- ☐ 57 MB free disk space
- ☐ Quadruple-speed (4x) CD-ROM drive
- ☐ Microsoft Windows 95 compatible video card
- ☐ Microsoft Windows 95 compatible sound card

# INSTALLING THE PROGRAM

Exit all other programs and applications when installing *Disney's Hercules Action Game*. Also exit any active screen savers, utility programs, anti-virus programs, or shell programs to ensure that these programs will not interfere with installation. When all other programs have been closed, verify that the CD-ROM is not smudged or scratched, then insert the CD in the CD-ROM drive.

If your CD-ROM drive is AutoPlay-compliant, an introduction screen will automatically appear when the CD-ROM is inserted in the CD-ROM drive. Click on **Install** and then follow the on-screen prompts to complete the installation. If the introduction screen does not appear, proceed as follows:

1. From the Taskbar, click on **Start** and point to **Settings**; from the **Settings** sub-menu, click on **Control Panel** to open the Control Panel window.
2. In the Control Panel window, double-click on the **Add/Remove Programs** icon.
3. From the **Install/Uninstall** tab, click on **Install** to begin the installation.
4. Follow the on-screen prompts and instructions to complete the installation.

# GETTING STARTED

Make sure you have successfully installed Disney's Hercules Action Game. See the previous section for installation instructions. When you are sure that the program has been successfully installed, exit all other programs and screen savers and insert the CD in the CD-ROM drive.

If your CD-ROM drive is AutoPlay-compliant, an introduction screen will automatically appear when the CD-ROM is inserted in the CD-ROM drive. Click on **Play** to start. If the introduction screen does not appear, click on **Start** and point to **Programs**; from the **Programs** sub-menu, point to **Disney Interactive** and click on **Disney's Hercules Action Game**.

# MAIN MENU

Use the **Directional arrows** up or down to highlight START GAME, PASSWORDS or EXIT from the main menu screen, and then press **Enter** to select. You can also access HELP (F1), OPTIONS (F2) or LOAD GAME (F3) from the main menu screen.

**START GAME**
This selection starts Herc at the beginning of the game in the training grounds where Phil will help Hercules learn the various skills required of all great heroes.

**PASSWORDS**
This selection brings up the Passwords Screen where you can enter passwords to advance in the game (see Using Passwords on page 13).

**EXIT**
This selection allows you to exit the game.

### HELP

You can press the F1 key at any time to access **Help**. From here you can select a help topic.

### OPTIONS

You can press the F2 key at any time to access the **Options** screen. From here you can adjust the game settings.

### LOAD GAME

You can press the F3 key from the main menu to start the game from another level. From here you can select any level if you have already obtained all four Mystery Password vases for that level (see Using Passwords on page 13).

## GAME OPTIONS

You can press the F2 key at any time to access the **Options** screen. From here you can use your mouse to adjust the game settings by selecting KEYBOARD, GAMEPAD, SOUND or GAMEPLAY.

### KEYBOARD

Use your mouse to select the keyboard settings you want to adjust. Then press the key you desire. Click **OK** or press **Enter** to save and return to the game.

**Note: You can click "Reset Keys" to restore the default settings.**

### GAMEPAD

Use your mouse to select the gamepad / joystick settings you want to adjust. Then press the gamepad or joystick button you desire. Click **OK** or press **Enter** to save and return to the game.

**NOTE:** if you are having trouble with your gamepad / joystick settings, please refer to the Disney's Hercules Action Game **Help** file in the **Disney Interactive** folder.

## SOUND

Use your mouse to adjust the sound or music settings you desire. Click **OK** or press **Enter** to save and return to the game.

## GAMEPLAY

Use your mouse to adjust the difficulty level or number of lives you desire. Click **OK** or press **Enter** to save and return to the game. You can only adjust the gameplay settings from the main menu.

> **NOTE:** The default setting of this game is "Medium Difficulty" and "Three Lives". Beginning players might want to start on the "Beginner Difficulty" setting to practice, but just be aware that you will not be able to play the last two levels of the game.

## FULL SCREEN VS. WINDOW MODE

Disney's Hercules Action Game was designed to be played in full screen mode, however, you can toggle between full screen and window mode by using ALT + Enter at any time.

## WINDOW MODE

Use your mouse to select GAME, DISPLAY or HELP menus.

## GAME

From the Disney's Hercules Action Game menu, click on **Game**. You can either click on **Exit** to exit the game or click on **Options** to adjust the game settings.

## DISPLAY

From the Disney's Hercules Action game menu, click on **Display**. From here you can select the screen setting for the game. Full screen is the default setting of the game.

## HELP

From the Disney's Hercules Action Game menu, click on **Help**. From here you can select a help topic.

# HOW TO PLAY

As you might expect, things in Hercules' world are not always as they might appear. For example, during the side-scrolling levels certain portions of your pathway lead into, or out of the background. Watch the goats and citizens of Thebes as they will reveal paths and stairways that allow Herc to move into the background (to move into the background press and hold the **Directional arrow** up). So, don't be afraid to explore. In fact, you have to be adventurous if you want Hercules to be a TRUE HERO!

## MOVEMENT

Use the **Directional arrows** to guide Hercules left, right, forward, backward, and to move him in the air.

## JUMP

Press the "**Z**" key to Jump. Press and Hold the "**Z**" key to increase the height of Hercules' jump in order to reach high ledges.

## RUNNING JUMP

Press and hold the **Directional arrow** right or left, and press the "**Z**" key to perform a running jump.

## SWORD ACTION

Press the **"X"** key to swing sword.

## JUMPING SWORD ATTACK

Press the **"Z"** key to jump, and while in the air press and hold down the "**X**" key to attack your enemies with your sword.

## PUNCH

Press the **"C"** key to quickly throw a punch.

## COMBO PUNCH

Press and hold the **"C"** key to throw a series of combo punches at your enemies.

## JUMPING PUNCH

Press the **"Z"** key to jump, and while in the air press the **"C"** key to land a jumping punch on your enemies.

## UPPERCUT PUNCH

Press and hold the **Directional arrow** down to duck, and press the **"C"** key to throw an uppercut punch at your foe.

## POWER PUNCH

Press and hold the **"D"** key for Hercules to begin winding up for his Power Punch. The longer the "powerbolt" icon charges, the more powerful Hercules' Power Punch becomes until it reaches MAXIMUM FORCE (indicated by a ringing bell). Only at the strongest level can Hercules use his Power Punch to smash through obstacles in his path. But be careful, the longer Herc takes to charge up his Power Punch, the more vulnerable he is to attack!

## M.A.G.S. (Mid-Air Ground Slam)

Press the **"Z"** key to jump, and the **Directional arrow** down while Herc is in the air to create an earthshaking M.A.G.S. Use this to open up secret areas and loosen surrounding objects.

## SWINGING

Press and hold the **Directional arrow** right or left, and press the **"Z"** key to perform a running jump when a "pole" is spotted. Once you grab onto the pole you will begin swinging. Jump for a swing pole while standing still by hitting the **"Z"** key and pressing the **Directional arrow** left or right to grab the pole. Press the **Directional arrow** left or right in the opposite direction of Herc's swing while on a swing pole to change direction.

## PICKING UP AND CARRYING AN OBJECT

When Herc finds an object that he can pick up and carry press and hold the **Directional arrow** right or left to pick up the object. While carrying the object you can move Herc by pressing and holding the **Directional arrow** right or left, but remember with all that weight he can't move very fast, and becomes an easy target for his attackers.

## THROWING AN OBJECT

Once Hercules has picked up an object, move him into position then press the **Directional arrow** right, left, or up (for the background) to aim where you wish to throw the object. Next press the **"X" key** to throw the object.

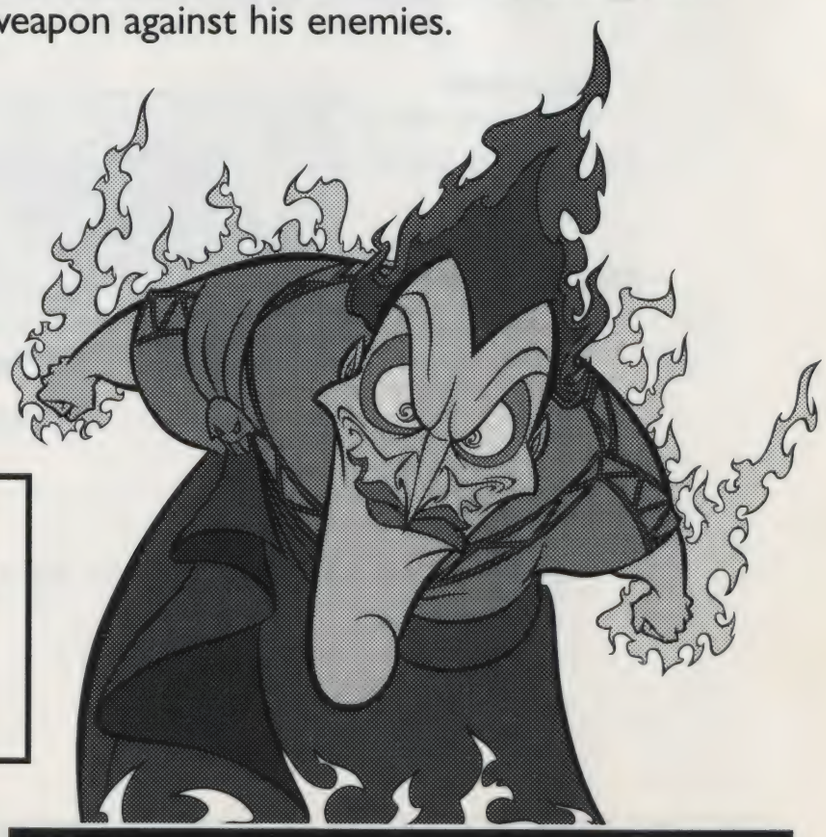
## GRABBING A LEDGE

Press and hold down the **Directional arrow** right or left, and press the **"Z"** key to jump up and grab onto a ledge.

## SELECTING AND USING POWER-UPS

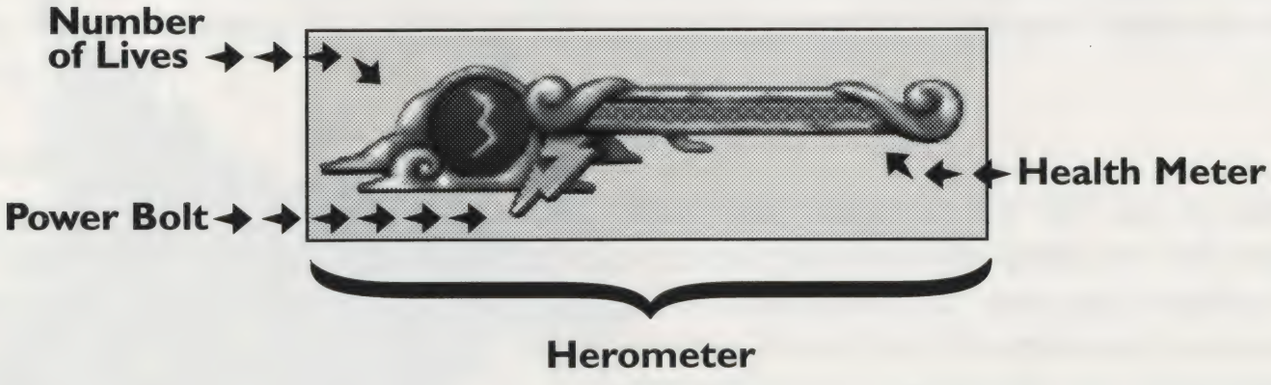
On some levels, Gifts of the Gods (see Gifts of the Gods on page 11) can be selected by pressing the **"S" key**. The rotating icon in the upper right corner (depending on the level) reflects the current Gift of the Gods being used by Hercules, and indicates how much energy is left in the meter on the right of the icon. If you have selected a power sword, press and hold the **"X" key** to fire.

**NOTE**: Each Gift of the Gods sword icon you can find increases its amount of energy and results in additional time Hercules can use the weapon against his enemies.

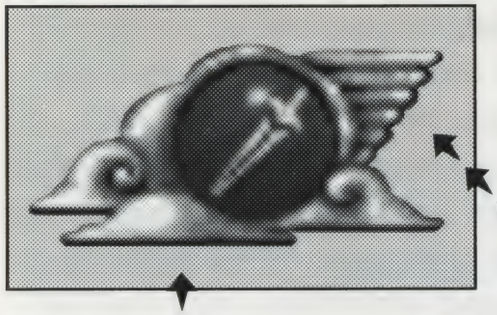


**IMPORTANT:** All keyboard configurations listed are for the default settings of the game. All specific actions can be re-mapped to other keys (see Game Options for further information).

# SCREEN INDICATORS



# GIFTS OF THE GODS (POWER-UPS)



**Power available for Selected Gifts of the Gods**

**Selected Gifts of the Gods**

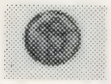
**Helmet of Invincibility:** Causes temporary invincibility when selected.

**Sonic Sword:** Affects enemy targets at close range with a circular sonic blast when selected and fired.

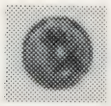
**Lightning Sword:** Shoots lightning any direction Hercules aims when selected and fired.

**Fireball Sword:** Shoots fireballs that seek out onscreen enemies when selected and fired.

# SPECIAL ITEMS



**Small Coins (silver):** Collect for bonus points awarded at the end of the levels.



**Large Coins (gold):** Collect for bonus points awarded at the end of the levels.

**Herculade Bottles:** Collect to restore health.

**Hercules Action Figure:** Collect to increase the Herometer.

**H-E-R-C-U-L-E-S Letters:** In selected levels of the game, a Continue can be earned by collecting *all* the letters, and spelling HERCULES.

**Hercules Vase (Small Vase):** Collect to earn an extra life.

**Mystery Password Vase (Large Vase):** If Hercules finds ALL FOUR Mystery Password Vases in a level, after finishing the level a PASSWORD SEQUENCE will be revealed that can be used in the Password area (see Using Passwords).

**Hermes Sandals:** Instantly increase Hercules' speed allowing him to smash through certain rocks and boulders. A word of caution: Hercules can't smash through *everything*.

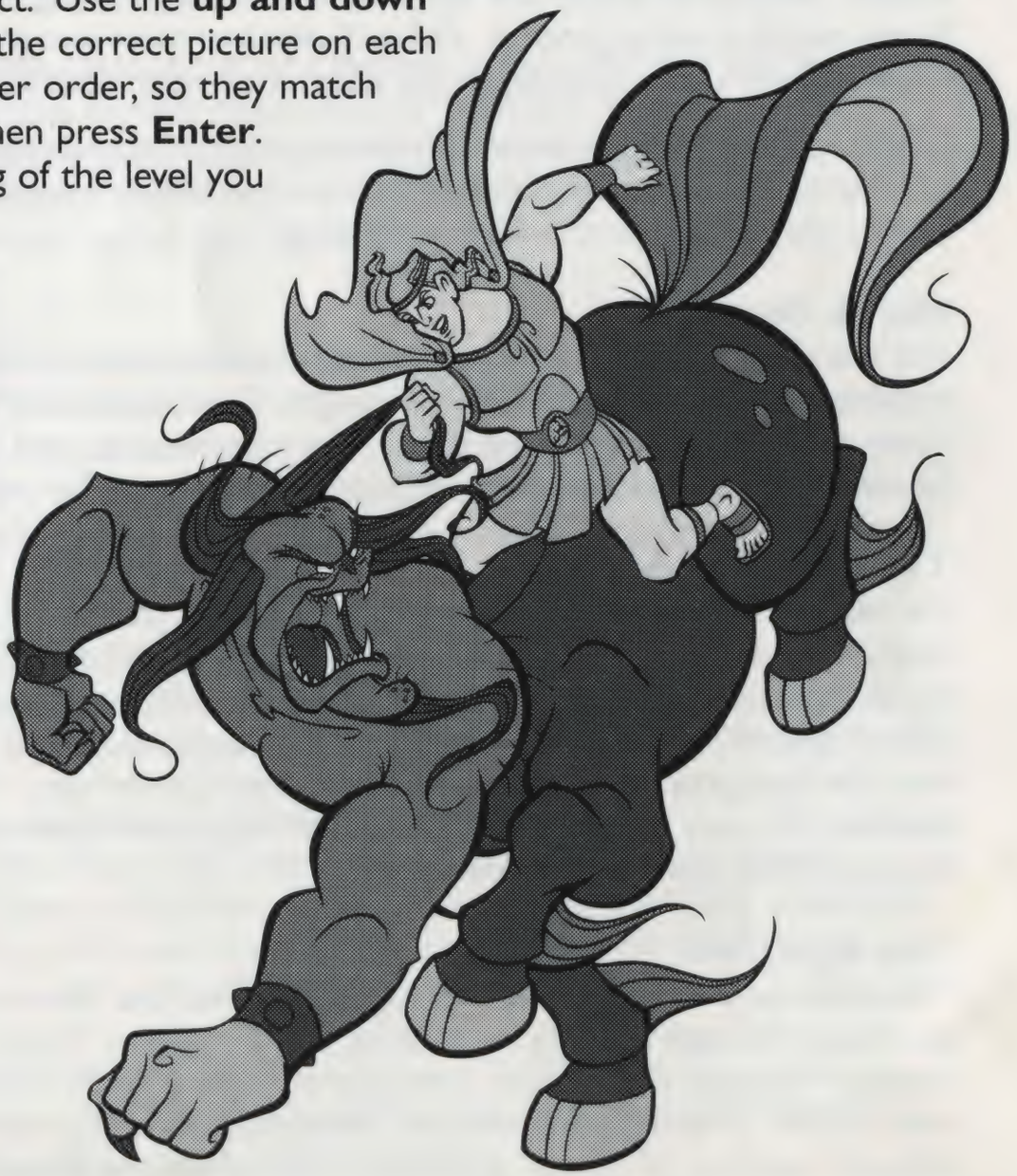
**"Hermes" Level Marker:** When Hercules meets Hermes within a level, his progress is saved and each new try will be started from the last Hermes point Herc was able to reach.

**Damsel Dummies:** Rescue Damsel Dummies on the Isle of Idra to prove to Phil you're ready to be a hero (in addition to earning a few bonus points in the process).

# USING PASSWORDS

If Hercules is able to find all four Mystery Password Vases (see special items) in selected levels, then a password sequence (in the form of a series of four pictures on vases) will be offered upon the completion of the level. To use a password, select **Passwords** from the Main Menu screen. Meg will assist you by turning the vases. Use the **right and left arrows** to guide Meg to the vase you select. Use the **up and down arrows** to turn the vases. Select the correct picture on each vase, and be sure they are in proper order, so they match the password you received, and then press **Enter**. This will take you to the beginning of the level you have selected.

**NOTE:** As a shortcut, you can press the F3 key. From here you can select any level if you have already obtained all four Mystery Password Vases for that level.



# THE WORLD OF HERCULES

**Your Basic D.I.D.* (*Damsel in Distress):**
On the mythical Isle of Idra, Hercules receives instructions from his trainer Phil in order to develop the skills necessary to become a True Hero. Acquire power-ups or the "Gifts of the Gods" as you progress through the level. Experiment with the different types of Power Swords to defeat the various mechanical training dummies you must face in Phil's home-made training ground. Phil will monitor your progress, give you hero hints, and allow you to advance through the level once your skills have been sufficiently developed.

Climb ledges, swing on poles, and stomp around to fully explore the world Phil has created. Watch out for the mechanical Stymphalian Birds, Drop-in Dummies, and Jumping Sharks that may appear without warning!

**Hero's Gauntlet:**
Phil has designed the ultimate training gauntlet, forcing Hercules to successfully navigate a treacherous path of mayhem and danger. Execute expertly and you're ready to take your show on the road to the Big Olive. But one misstep, and you go from Hero to ZERO! Remember - save those Damsel Dummies to maximize your score!

**The Centaur's Forest:**
On his way to Thebes, Herc and Phil hear cries from a REAL Damsel in Distress and find themselves in a most unfriendly forest. Collect and use all the weapons at your disposal including your Power Punch (remember it needs to be at MAXIMUM power to have any effect) and M.A.G.S. to reveal new or hidden areas. Don't be afraid to follow the paths into the background where you will discover power-ups, "Gifts of the Gods," and more enemies for you to defeat. Get safely through the forest and Nessus will be waiting for you as a final, formidable challenge.

**The Big Olive:**
Welcome to Thebes, A.K.A. The Big Olive. This is a city in serious need of a hero. Work your way through the city by beating down Thebian Thugs, Skeleton Warriors, and the mighty Minotaur (remember, Herc's pretty good at throwing things into the *background* as well as side to side!). Protect the Thebians from being carried off by the Harpies, giant winged warriors of doom. Climb the stairs into the background, use your M.A.G.S.

(Mid-Air Ground Slam) to reveal hidden areas, but watch out for the falling debris. After all, Thebes wasn't built with earthquake safety in mind!

**Hydra Canyon:**
The Hydra Canyon, named after, well, the Hydra. And with the whole city of Thebes watching, it's time to show the world just what kind of a hero you are!

**Medusa's Lair:**
She has a stare that turns living things into stone, and flaming Venom Spit that comes flying out of her head (sounds like the perfect blind date for Hades!). Medusa is all monster as Hercules tries to avoid her stare, and the Skeleton Warriors that protect her. To solve this challenge you may need to find a way for her to take a good long look at herself in some sort of mirror! Good luck, Hero hopeful!

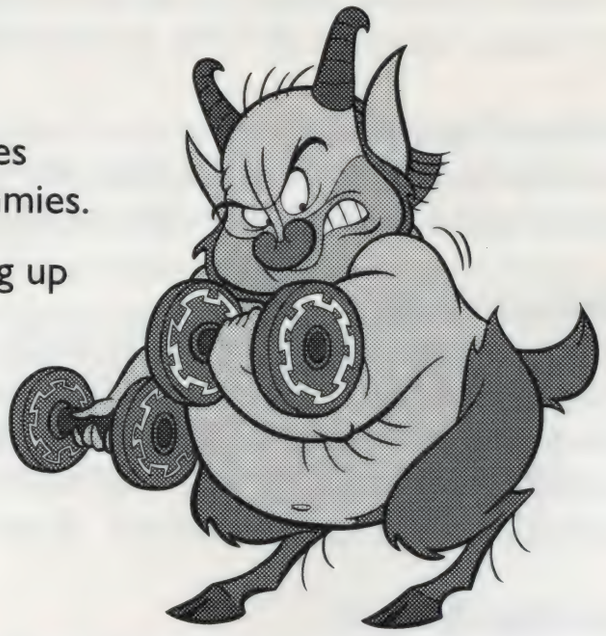
**Cyclops Attack:**
The Titans have been released, Hercules has lost his God-like strength, and if that wasn't enough, the Cyclops is destroying Thebes in search of our hero! Dodge falling columns, terrified Thebians, and the cross-traffic chariots to make the Cyclops wish he'd stayed in Tartarus. Hint: use the stairways on either side of the street to create your own personal passing lane, pick up some bonus coins, and avoid the congestion on the main highway in the process.

**Titan Flight**
Fly on Pegasus through what's left of Mt. Olympus as the Titans – elemental creatures of Ice, Wind, Lava and Rock — released by Hades to carry out his evil plan continue their attack. Find and free the Gods to earn bonus points and help turn the tide of battle!

**Passageways of Eternal Torment:** (not accessible in Beginner level)
Follow the deadly passage above the River Styx where all evil passes never to return. Stay on the road while avoiding Skeleton Warriors, Lost Souls, and deadly falling stalactites weakened by the thundering passing of Hades flaming chariot. Fall into the River Styx, with it's millions of lost souls, and you'll add one more to their number!

**Vortex of Souls** (not accessible in Beginner level)
Dive into the Vortex of Souls where – What, you think we're going to tell you everything? This is Herc's final test. Good luck on becoming a TRUE HERO!

# PHIL'S TRAINING TIPS



**1. Your Basic D.I.D. (Damsel In Distress):**

- ☐ Make sure you destroy ALL the training dummies and DON'T FORGET to grab the Damsel Dummies.
- ☐ If there's a ledge that seems too high, try picking up an object and carrying it to help Herc's reach .
- ☐ Hercules' Power Punch reaches MAXIMUM FORCE when you press and hold the "D" key until the bell rings.
- ☐ To complete your training, you're going to have to get into the SWING of things.

**2. Hero's Gauntlet:**

- ☐ Avoid everything and don't forget to JUMP.
- ☐ Use the arrow keys to speed up AND slow down.
- ☐ Password Sequences:

Beginner:

Medium:

Herculean:

**3. The Centaur's Forest:**

- ☐ Nessus has a body that resembles a horse... so, RIDE'EM cowboy!
- ☐ Password Sequences:

Beginner:

Medium:

Herculean:

**Once you get to Thebes, A.K.A. The Big Olive, you're on your own...**

## UNINSTALLING

To remove the program from your hard drive, click on **Start** and point to **Programs**; from the **Programs** sub-menu, point to **Disney Interactive** and click on **Uninstall Hercules**. Follow the on-screen instructions to complete the uninstallation.

# CUSTOMER SUPPORT

If your computer system is not running Disney's Hercules Action Game properly, refer to the **Disney's Hercules Action Game Help File** in the Disney Interactive folder to obtain information about running the program with the best possible performance.

If you need additional information, Disney Interactive offers you a variety of support options.

## DISNEY INTERACTIVE FAX-ON-DEMAND SERVICE

This service is available 24 hours a day at (800) 965-5360. Using a touch tone phone you can request information from an easy to use menu and have it faxed back to you during the same call or if you are not at your fax machine, the system will fax the document later. Simply select the number of the document you wish to have sent to you. Select document 1 to obtain a complete list of available documents.

## MAILING ADDRESS

If you want to write to us, our address is: Disney Interactive Customer Support, 500 South Buena Vista Street, Burbank, CA 91521-7704.

## FAX SUPPORT

Our fax machine is available 24-hours-a-day at (800) 965-5820.

## DISNEY INTERACTIVE BULLETIN BOARD SERVICE (BBS)

Disney Interactive maintains an 8 line BBS at (800) 965-5145, 24-hours-a-day. To connect to the BBS properly, your modem should be set to 8 data bits, No Parity and 1 stop bit using ANSI terminal emulation. The BBS supports modem speeds from 300 BPS to 14.4K BPS (v.32bis). Download ALLFILES.ZIP for a complete listing of available files and instructions on using the BBS.

## INTERNET SUPPORT

To access information about Disney Interactive programs on the world wide web, point your browser to www.disneyinteractive.com.

## TELEPHONE SUPPORT

This service is available 24 hours a day at (800) 426-3306. Using a touch tone phone, you can obtain answers to some of the most frequently asked questions regarding Disney Interactive programs. If you need additional information, our Customer Support staff is available Monday through Friday from 7:00 a.m. to 7:00 p.m., and Saturday from 8:00 a.m. to 5:00 p.m. (Pacific Time).

## TDD SUPPORT

Our Customer Support for the hearing impaired is available by telephone Monday through Friday from 7:00 a.m. to 7:00 p.m., and Saturday from 8:00 a.m. to 5:00 p.m. (Pacific Time). The toll-free number is (800) 441-1243.

## REPLACING A DEFECTIVE CD OR MISSING/DAMAGED/LOST ITEMS

Important! Please include the following information when sending a defective disc or requesting the replacement of a Missing/Damaged/Lost item: full name; daytime telephone number with area code; complete street address, apartment number (if applicable), city, state, and zip code. There is a $10.00 fee to replace lost or damaged items.

If you need an item other than a defective disc replaced, include a description of that item. Do not mail us the packaging or other materials; send only the disc or damaged item along with a note describing the reason for replacement to our mailing address listed under "Customer Support." Please add "Attn: Replacement" to the mailing address. Please allow four to six weeks for delivery.

## SATISFACTION GUARANTEED!

We are committed to bringing you the best software possible. If you are not satisfied with the program for any reason, just return the disc with a description of the problem and the original sales receipt to us and we will send you a check for the purchase price, plus any sales tax you paid. Please be sure to include in the note your full name,

daytime telephone number with area code, complete street address, apartment number (if applicable), city, state, and zip code.

Do not mail us the packaging or other materials; send only the disc, Program Handbook, and your receipt along with a note on how we can better serve you. Please add "Attn: Refunds" to the mailing address listed under Customer Support. Please allow four to six weeks for delivery. This offer is good in the US and Canada only.

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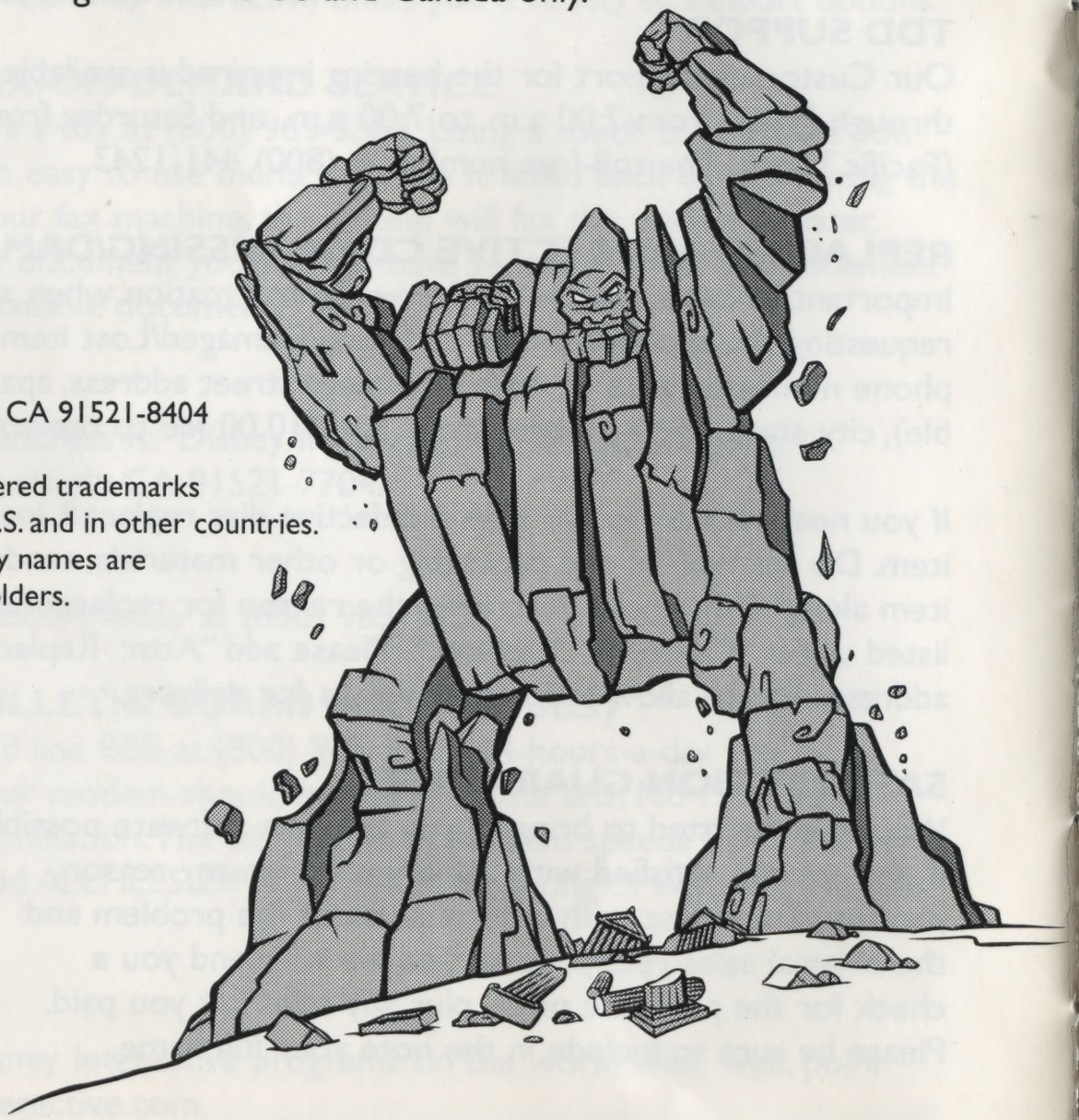

**PROOF OF PURCHASE**

**DHAG**

# "Quick Reference"

## KEYBOARD COMMANDS:

- Left arrow–*GO LEFT*
- Right arrow–*GO RIGHT*
- Up arrow–*MOVE INTO BACKGROUND*
- Down arrow–*MOVE INTO FOREGROUND/DUCK*
- "Z" key– *JUMP*
- "X" key–*SWING SWORD*
- "C" key–*PUNCH*
- "D" key–*(HOLD DOWN) POWER PUNCH*
- "S" key–*CHANGE WEAPONS*
- <ESC> *PAUSE GAME*
- <F2> *GAME OPTIONS*

## GAMEPAD COMMANDS: (4 Button)

- Directional Pad–*LEFT, RIGHT, UP, DOWN*
- Left button–*SWING SWORD*
- Right button–*PUNCH*
- Upper button–*(HOLD DOWN)–POWER PUNCH*
- Lower button–*JUMP*
- "S" key–*CHANGE WEAPONS*
- <ESC> *PAUSE GAME*
- <F2> *GAME OPTIONS*

**For additional help, please read the inside of this manual.**

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